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Rockwell Electronic Calculators

AC adapter

Owner's Manual for Memory & Percent Calculator

21R

ROCKWELL RELIABILITY IN CONSUMER ELECTRONIC PRODUCTS

Rockwell calculators are built by the same people who helped put men on the moon. People who have had wide experience with advanced electronics in a variety of important industries — including electronic calculators.

We're not only a pioneer in developing the microelectronic chips for calculators, We're a leading supplier of these chips to other calculator manufacturers here and abroad.

Add these credentials to our record of leadership in technologies as diverse as power tools, printing presses, business machines, aircraft, and Admiral television sets and appliances, and you have the company that's uniquely equipped to bring you such a complete line of electronic calculators.

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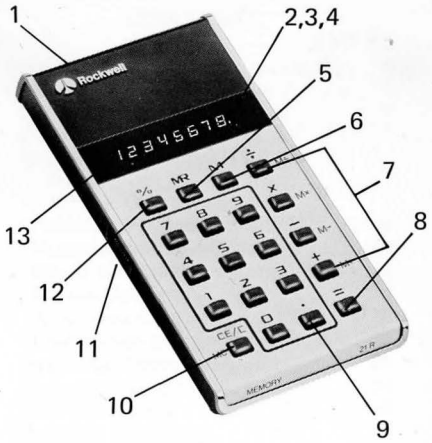

1. Battery Charger Jack
2. Overflow Indicator
3. Negative Number Indicator
4. Memory Indicator
5. Memory Recall Key
6. Memory Operations Key
7. Arithmetic Function Keys
8. Equals Key
9. Decimal Point Entry Key
10. Clear and Entry Correction Key
11. On/Off Switch
12. Percent Key
13. Eight-Digit Display

CONTENTS

General Information 4
Operation 6
On-Off Switch 6
Display 6
Number and Decimal Point Entry 7
Arithmetic Operations 7
Addition and Subtraction 9
Multiplication and Division 11
Mixed (Chain) Calculations 12
Repeat Operations 13
Automatic Constant 16
Change Sign and Reciprocals 18
Percentage Operations 20
Memory Operations 24
Clear Operations 30
Overflow Conditions 32
Wrap-Around Decimal 35
Computation with Large or Small Numbers 38
Recovery Techniques 39
Sample Problems 40
Balancing your Checkbook 40
Calculating the Better Buy 41
Calculating Gasoline Mileage 42
Invoice Calculations 43
Consumer Warranty 46

GENERAL INFORMATION

Before Operating Your Calculator:

Charge the batteries. Your Rockwell 21R calculator is supplied with rechargeable internal batteries and a battery charger. To charge the batteries, simply plug the charger into the jack provided on your calculator and a standard 120-volt AC outlet.

CAUTION: Do not turn your calculator on until the batteries have been charged for at least 10 minutes. (This applies after extended storage of your calculator also.)

Do not operate your calculator without the charger until you have charged the batteries for five hours. Failure to do so may damage the batteries.

With the calculator off, allow approximately five (5) hours for the batteries to be fully charged. You can operate your calculator while charging the batteries but the time required for the batteries to become fully charged will increase. When the batteries are fully charged, at least three hours of operating time can be expected.

Battery Life:

Battery life will be prolonged by recharging the batteries after approximately three (3) hours operating time. A dim display indicates the batteries are discharged and recharging is necessary to avoid permanent damage. Your charger is not an AC adapter and consequently should not be used continuously. Degradation of the batteries may occur if charging is continued for more than 72 hours.

To avoid possible damage to your calculator, use only the charger supplied with it.

OPERATION

ON/OFF SWITCH

Turning the calculator on automatically clears the calculator (including its memory) to zero. The calculator is then immediately ready for use in solving problems.

DISPLAY

Your calculator will accept and display any positive or negative number between 0.0000001 and 99999999. A negative number is indicated by a minus sign after the number: 0.25−, for example. If a number has been entered into memory, a Memory Indicator dot is displayed in the far right position of the display: 0.25−., for example. Results in excess of 8 digits are indicated by an Overflow Indicator, E, displayed after an answer: 15423698.E, for example, and the first 8 (most important) digits of your answer are saved. (In this circumstance, all keys become inoperative except the clear key, [CE/C]. See Clear Operations, Overflow Conditions, and Wrap-Around Decimal.)

NUMBER AND DECIMAL POINT ENTRY

Pressing any number entry key enters that digit into the calculator and causes it to appear on the display. Turn your calculator on and depress the [2] and [4] keys. The display shows the following:

Keyboard Entry	Display
2	2.
4	24.

When you want to enter a decimal number, depress the [·] key following the number after which you want the decimal point located.

To enter 1.6:

Keyboard Entry	Display
1	1.
[·]	1.
6	1.6

ARITHMETIC OPERATIONS

The arithmetic function keys, [+], [−], [×], and [÷], enter the desired arithmetic operation to be performed by the calculator. The answer to

such an operation is obtained by depressing one of the answer keys, [=] or [%], or by another depression of an arithmetic function key. Because this calculator has a FLOATING DECIMAL, it automatically places the decimal point in the correct position in your answers.

Addition and Subtraction

Your Rockwell 21R performs addition and subtraction with algebraic logic. This means that your calculator works the same way you think or would write a problem. For example, 5 + 4 – 3 = 6 is entered exactly the way the problem is stated.

Keyboard Entry	Display
5	5.
[+]	5.
4	4.
[–]	9.
3	3.
[=]	6.

Addition and Subtraction (Cont)

Notice that the display shows each new numerical entry as you depress the number entry keys – but it shows each new answer when an arithmetic function key is depressed.

If you want to use an answer in further calculations, there is no need to re-enter the number. Just depress the desired arithmetic function key for the next operation and enter another number. For example, to subtract 39 from the preceding answer, just enter [−] 39 [=].

Keyboard Entry	Display
	6.
[−]	6.
39	39.
[=]	33. –

Multiplication and Division

Multiplication and division problems are also entered the same way you think or would write a problem. For example, 7 x 9 ÷ 6 = 10.5 is entered as stated.

Keyboard Entry	Display
7	7.
[x]	7.
9	9.
[÷]	63.
6	6.
[=]	10.5

Mixed (Chain) Calculations

Addition, subtraction, multiplication and division can be intermixed in any desired combination. All four arithmetic operations are used in the following example:

$$\frac{(5 + 6)\ 7 - 8}{9} = 7.6666666$$

Keyboard Entry	Display
5	5.
[+] 6	6.
[x]	11.
7	7.
[−]	77.
8	8.
[÷]	69.
9	9.
[=]	7.6666666

Repeat Operations

The repeat operation capability of your Rockwell 21R is a convenient, time-saving feature that enables you to add, subtract, multiply or divide a series of identical numbers without re-entering the numbers each time.

Repeat Operations (Cont)

For example, if your grocery bill or inventory list contains several identical items, just depress the [+] key once for each time the same item appears on the list. Thus, items with values of 1.69 + 2.98 + 2.98 + 2.98 + 0.49 = 11.12 would be added as follows:

Keyboard Entry	Display
1.69	1.69
[+] 2.98	2.98
[+]	4.67
[+]	7.65
[+]	10.63
.49	0.49
[=]	11.12

As another example, to compound 7.5% interest on your 4-year $1000 bank certificate of deposit, you would multiply 1.075 by itself four times (1.075^4) and multiply the result by 1000 to determine the value after four years.

Keyboard Entry	Display	Comments
1.075	1.075	
[x]	1.075	
[x]	1.155625	1.075^2
[x]	1.2422968	1.075^3
[x]	1.335469	1.075^4
1000	1000.	
[=]	1335.469	Value at maturity

Automatic Constant

The automatic constant is another time-saving feature. This feature enables you to add, subtract, multiply or divide by the same number repeatedly without re-entering the number for each new calculation. The number entered after the last arithmetic function key depressed is always saved as the constant (addend, subtrahend, multiplier, or divisor). The constant function is the last arithmetic function key depressed before depressing the [=] key. To perform multiple operations with the saved constant, enter a new augend, minuend, multiplicand or dividend, and depress the [=] key for an answer.

For example, to increase a recipe which normally serves four people to serve seven, multiply each item in the recipe by 7/4 or 1.75.

$$6 \times 1.75 = 10.5$$
$$1.5 \times 1.75 = 2.625$$
$$2 \times 1.75 = 3.5$$

Keyboard Entry	Display	Comments
6	6.	
[×] 1.75	1.75	1.75 established as constant multiplier
[=]	10.5	
1.5	1.5	
[=]	2.625	
2	2.	
[=]	3.5	

In all instances, the constant is retained until a different number is entered after an arithmetic function key is depressed. The following example shows how the constant and constant function change as new numbers and function keys are depressed.

$$\frac{(5 + 3)\ 3 - 2}{2} = 11$$

Keyboard Entry	Display	Comments
5	5.	
[+] 3	3.	Constant addend = 3
[x]	8.	Constant multiplier = 3
[−]	24.	Constant subtrahend = 3
2	2.	Constant subtrahend = 2
[÷]	22.	Constant divisor = 2
[=]	11.	Constant divisor = 2

Change Sign and Reciprocals

Occasionally you may want to change the sign of a displayed number or find its reciprocal. A simple key sequence is available for either of these operations. To change the sign of a displayed number, depress the [−] [−] [=] keys; to obtain the reciprocal of a displayed number, depress the [÷] [÷] [=] keys. In either operation, an arithmetic function key can replace the [=] key if a chain calculation will be continued.

For example, suppose you want to solve $6 \div (-1.4285714)$ when you already have 1.4285714 in the display as a result of previous calculations. The problem can be solved with the use of the memory, but it can also be solved with change sign and reciprocals.

$$6 \div (-1.4285714) = \frac{1}{-1.4285714} \times 6 = -4.2$$

Keyboard Entry	Display	Comments
1.4285714	1.4285714	
[−] [−]	0.	1.4285714 − 1.4285714
[÷]	1.4285714 −	0 − 1.4285714
[÷]	1. −	−1.4285714 ÷ 1.4285714
[x]	0.7 −	−1 ÷ 1.4285714
6	6.	
[=]	4.2 −	−0.7 x 6

PERCENTAGE OPERATIONS

The percent key, [%], operates just like the equal key, [=], when multiplying or dividing except that it causes the answer to be divided by 100 for multiplication, and multiplied by 100 for division.

For example, to calculate 7½% of $1350, make the following entries.

Keyboard Entry	Display
1350	1350.
[×] 7.5	7.5
[%]	101.25

As another example, suppose you have answered 57 of 65 examination questions correctly. What is your percentage of correct answers?

Keyboard Entry	Display
57	57.
[÷] 65	65.
[%]	87.6923

When used with the [+] or [−] keys, the [%] key performs MARK-ON and DISCOUNT calculations automatically. This capability is another time-saving feature when you want to add or subtract a percentage of a number to that number.

To perform a mark-on or discount operation, enter the number which you want to mark-on or discount, depress the [+] key for mark-on or the [−] key for discount, enter the desired percentage, depress the [%] key to display the amount of

the mark-on or discount, and press the [=] key to display the marked-on or discounted amount.

For example, if the sales charge on an $1175 securities purchase is 4%, what is the total cost?

Keyboard Entry	Display	Comments
1175	1175.	
[+] 4	4.	
[%]	47.	4% of 1175
[=]	1222.	1175 + 4% of 1175

Mark-on and discount operations can be chained if desired. For example, if a $19.95 item is discounted by 15% and a 6% sales tax is added, what is the total cost?

Keyboard Entry	Display	Comments
19.95	19.95	
[−] 15	15.	
[%]	2.9925	Discount
[+]	16.9575	Discounted amount
6	6.	
[%]	1.01745	Sales tax
[=]	17.97495	Total cost ($17.97)

MEMORY OPERATIONS

Unlike the memory in many calculators, the memory in your Rockwell 21R can do a lot more than simply store a number to be used in later calculations. It gives you, in effect, a second "invisible" calculator which operates inside the first. You can add (subtract) the displayed number into (from) memory, or multiply (divide) the number in memory by the displayed number. At any time, you can recall the number in memory into the display to be used just like any other number entry for the calculation in progress.

These capabilities are accomplished by the [M] key together with the [+], [−], [x], [÷] or [CE/C] key, and by the [MR] key. Depression of the [M] key conditions the calculator logic to perform, in memory, the next operation selected by depressing the [+], [−], [x], [÷] or [CE/C] key.

For example, to add a number to memory, enter the number into the calculator then depress the [M] key followed by the [+] key. Similarly, to subtract a number from memory, enter the number into the calculator and then depress the [M] and [−] keys. To multiply or divide the displayed number into memory, follow the [M] key depression with a [x] or [÷] key depression. To clear the memory (enter zero) to begin a new problem, depress the [M] and [CE/C] keys in succession. (A non-zero number in memory is indicated by a dot in the far right position of the display.)

None of the memory operations alter the value of the displayed number, and you can use it for other calculations. To display the number in memory, you need only depress the [MR] key. This operation does not alter the number in memory.

MEMORY OPERATIONS (CONT)

The following examples illustrate the operation of the memory.

Keyboard Entry	Display	Memory	Comments
6	6.	0*	
M +	6. .	6.	Memory indicator lights
M x	6. .	36.	
M −	6. .	30.	
M ÷	6. .	5.	
+ MR	5. .	5.	
=	11. .	5.	
M CE/C	11. .	0	

*The memory is automatically cleared when the calculator is turned on. Consequently, the memory will contain zero if it has not been previously used. If the memory has been used and has not been cleared since turning the calculator on, the memory contains the last stored value. A non-zero memory is indicated by a dot in the far right position of the display.

The flexible memory in your Rockwell 21R allows you to solve many problems which cannot be solved (without pencil and paper) by ordinary calculators, or which are cumbersome with calculators with ordinary store/recall or accumulating memories. For example, first try to solve the following problem without using memory. Then see how easy it is with your Rockwell 21R calculator.

$7/8 + 3/32 - 9/16 = 0.40625$

Keyboard Entry	Display	Memory	Comments
M CE/C		0	Ensure you start with 0 in
7	7.	0	memory
÷ 8	8.	0	
=	0.875	0	
M +	0.875 .	0.875	Memory indicator lights

MEMORY OPERATIONS (CONT)

Keyboard Entry	Display	Memory	Comments
3	3. .	0.875	
÷ 32	32. .	0.875	
=	0.09375 .	0.875	
M +	0.09375 .	0.96875	0.875 + 0.09375 in memory
9	9. .	0.96875	
÷ 16	16. .	0.96875	
=	0.5625 .	0.96875	
M −	0.56250 .	0.40625	.96875 − 0.5625 in memory
MR	0.40625 .	0.40625	

Most memory problems can be solved in a variety of ways with your Rockwell 21R. Some ways are slightly more efficient than others. Experiment to find the approach that is most natural for you. As an example, two alternate solutions are shown for the following problem.

$$\frac{5+6}{7-9} = -5.5$$

Solution No. 1

Keyboard Entry	Display	Memory
M CE/C		0
5	5.	0
+ 6	6.	0
=	11.	0
M +	11. .	11.*
7	7. .	11.
− 9	9. .	11.
=	2.−.	11.
M ÷	2.−.	5.5−
MR	5.5 −.	5.5−

* Memory indicator lights

Solution No. 2

Keyboard Entry	Display	Memory
M CE/C		0
7 M +	7. .	7.*
9 M −	9. .	2.−
5	5. .	2.−
+ 6	6. .	2.−
÷	11. .	2.−
MR	2.−.	2.−
=	5.5 −.	2.−

* Memory indicator lights

CLEAR OPERATIONS

The clear key, [CE/C], performs four functions:

1. **Corrects wrong number entry.** If you enter the wrong number, depress the [CE/C] key once and you will clear just the latest entry. Then make a correct entry and go on with your calculation. For example:

Keyboard Entry	Display	Comment
2	2.	
[+] 4	4.	Error; intended to enter 3
[CE/C]	0.	
3	3.	
[=]	5.	2 + 3

2. **Clears the calculator except for memory.** If you wish to clear the calculator immediately after entering a number, depress the [CE/C] key twice. Otherwise, you clear only the latest entry. You need depress the [CE/C] key only once after

the [=], [+], [−], [×], [÷] or [%] key. However, for simplicity of operation, just depress the [CE/C] key twice to make certain the calculator is cleared. For example:

Keyboard Entry	Display	Memory	Comments
9	9.	Undetermined	0 if Memory indicator out
[M] [CE/C]	9.	0	
[M] [−]	9. .	9.—	Memory indicator lights
[×] 8	8. .	9.—	Error; intended to add
[CE/C] [CE/C]	0. .	9.—	Number and function cleared
9	9. .	9.—	
[÷]	9. .	9.—	Error; intended to add
[CE/C]	0. .	9.—	Number and function cleared
9	9. .	9.—	
[+] 8	8. .	9.—	
[=]	17. .	9.—	

3. **Clears the Memory.** To clear the memory, depress the [M] key, then the [CE/C] key once. The number in the display and any functions are not affected. Clearing the memory is described under Memory Operations.

4. **Cancels the Overflow Condition.** To cancel an overflow condition (indicated by an E in the display) depress the [CE/C] key once. The number displayed and any number in memory can be used in further operations when corrected as explained under Wrap-Around Decimal.

OVERFLOW CONDITIONS

The following operations result in an overflow condition which causes the Overflow Indicator, E, to light and all keys except [CE/C] to become inoperative.

1. Any answer or subtotal exceeding 8 digits (greater than 99,999,999.) to the left of the decimal point, regardless of the arithmetic sign. The 8 most

significant digits are displayed. For example:

Keyboard Entry	Display
50000	50000.
[x] [=]	25.000000 E
[CE/C]	25.000000

2. Memory accumulation exceeding 8 whole digits to the left of the decimal point, regardless of the arithmetic sign. The number used in the last memory operation remains in the display. For example:

Keyboard Entry	Display	Memory	Comments
50000	50000. .	Undetermined	
[M] [CE/C]	50000. .	0	
[M] [+]	50000. .	50000	Memory indicator lights

(Continued on Page 36)

OVERFLOW CONDITIONS (CONT)

Keyboard Entry	Display	Memory
[M] [x]	50000.E.	25.000000
[CE/C]	50000. .	25.000000

3. Division by zero. A 0 is displayed. For example:

Keyboard Entry	Display
1	1.
[÷] 0	0.
[=]	0.E
[CE/C]	0.

WRAP-AROUND DECIMAL

The wrap-around decimal feature of your calculator lets you proceed when the answer obtained in the display or memory exceeds the capacity of the calculator (99,999,999.). The calculator automatically retains the 8 most significant (important) digits, places the decimal point 8 positions to the left of its true position, and lights the Overflow Indicator, E. You can proceed with the problem solution after depressing the [CE/C] key once to clear E, but you must multiply the final problem answer by 10^8 (or 100,000,000) or move the decimal point 8 places to the right. Any numbers subsequently added or subtracted must be divided by 10^8 before entering. If two overflows occur in the same problem, the final answer must be multiplied by $10^8 \times 10^8 = 10^{16}$ and so on. This same feature applies to the numbers in memory. For example, solve (98765432 + 12345678) (12345678 + 99999999):

WRAP-AROUND DECIMAL (CONT)

Keyboard Entry	Display	Memory	Comments
[M] [CE/C]		0	
98765432	98765432.	0	
[M] [+]	98765432. .	98765432.	Memory indicator lights
12345678	12345678. .	98765432.	
[M] [+]	12345678.E.	1.1111111	Memory overflows; multiply by 10^8 to correct
[CE/C]	12345678. .	1.1111111	Overflow condition cleared; displayed number retained for next operation
[+] 99999999	99999999. .	1.1111111	
[x]	1.1234567 E.	1.1111111	Display overflows; multiply by 10^8 to correct

[CE/C]	1.1234567 .	1.1111111	Overflow condition cleared; displayed number retained as multiplicand
[MR]	1.1111111 .	1.1111111	Number in memory becomes multiplier
[=]	1.2482852 .	1.1111111	Answer is 1.2482852 x 10^{16}; exact answer would be 12,482,852,875,171,470

COMPUTATIONS WITH LARGE OR SMALL NUMBERS

Computations can be made with numbers which are too large or too small for the capacity of the calculator by scaling (shifting the decimal point to the left, or to the right) before entering the number. The decimal point in the answer must then be shifted in the opposite direction. For example, to multiply 0.0000019 x 0.00017 you must first scale at least one of the

numbers or your calculator will display an answer of zero because the first non-zero number in the answer (.000000000323) is beyond the 8-digit capacity of the calculator. However, if you shift the decimal point to the right of the number in each number (for maximum accuracy), you will obtain the correct number in the answer and you will only need to position the decimal point. In this instance, a shift of 7 decimal places to the right in one number and 5 decimal places to the right in the other would require a 12 (7 + 5) decimal place shift to the left in the answer. For example:

Keyboard Entry	Display	Comment
19	19.	
[x] 17	17.	
[=]	323.	The answer is .000000000323

RECOVERY TECHNIQUES

Occasionally you may unintentionally depress one of the arithmetic function keys. The following techniques allow easy correction without loss of the displayed number.

Unintentional [x] or [÷]: Depress 1, then the intended arithmetic function key and continue with your calculations. If constant multiplication or division is being performed, the constant is replaced by 1.

Unintentional [+] or [−]: Depress 0, then the intended arithmetic function key and continue with your calculations. If constant addition or subtraction is being performed, the constant is replaced by 0.

SAMPLE PROBLEMS

The preceding explanation of the operation of your calculator has provided some examples of everyday problems which can be solved by your Rockwell Model 21R calculator. The following pages contain some additional examples of this calculator's many applications in your home or office.

BALANCING YOUR CHECKBOOK

Keyboard Entry	Display	Comments
349.72	349.72	Balance forward
[−] 67.46	67.46	Check No. 1
[−]	282.26	Subtotal
8.67	8.67	Check No. 2
[+]	273.59	Subtotal
61.72	61.72	Deposit
[=]	335.31	Balance

CALCULATING THE BETTER BUY

Buy No. 1: A 4-lb. box for 98¢
Buy No. 2: A 38-oz. box for 57¢

Keyboard Entry	Display	Memory	Comments
[M] [CE/C]		0	
98	98.	0	Price of buy No. 1
[÷] 4	4.	0	Weight of buy No. 1
[=]	24.5	0	Price per lb. of buy No. 1
[M] [+]	24.5 .	24.5	Memory indicator lights
57	57. .	24.5	Price of buy No. 2
[÷] 38	38. .	24.5	Weight of buy No. 2
[x]	1.5 .	24.5	Price per oz. of buy No. 2
16	16. .	24.5	16 oz. per lb.

(Continued on Page 44)

CALCULATING THE BETTER BUY (CONT)

Keyboard Entry	Display	Memory	Comments
[−]	24. .	24.5	Price per lb. of buy No. 2
[MR]	24.5 .	24.5	Price per lb. of buy No. 1 recalled
[=]	0.5 −.	24.5	Price difference per lb. (cents)

Because the price per lb. of buy No. 1 is one-half cent greater than buy No. 2, No. 2 is the better buy.

CALCULATING GASOLINE MILEAGE

If you last filled your gasoline tank when the odometer reading was 39343, and 13.8 gallons of gasoline are required to refill the tank when the odometer reads 39582, how many miles have you driven per gallon of gas?

Keyboard Entry	Display	Comments
39582	39582.	Present odometer reading
[−] 39343	39343.	Previous odometer reading
[÷]	239.	Miles driven
13.8	13.8	Gallons added
[=]	17.31884	Miles per gallon

INVOICE CALCUALTIONS

12 radiator hoses at $3.29 each	=	39.48
12 clamps at $0.69 each	=	8.28
24 spark plugs at $1.08 each	=	25.92
24 condensors at $0.35 each	=	8.40
24 filters at $2.81 each	=	67.44
Net total		149.52
6% sales tax		8.97
Gross total		158.49

INVOICE CALCULATIONS (CONT)

Keyboard Entry	Display	Memory	Comments
M CE/C		0	
3.29	3.29	0	
X 12	12.	0	12 becomes constant multiplier
=	39.48	0	
M +	39.48 .	39.48	Memory indicator lights
.69	0.69 .	39.48	
=	8.28 .	39.48	
M +	8.28 .	47.76	
1.08	1.08 .	47.76	
X 24	24. .	47.76	24 becomes constant multiplier

=	25.92 .	47.76	
M +	25.92 .	73.68	
.35	0.35 .	73.68	
=	8.4 .	73.68	
M +	8.40 .	82.08	
2.81	2.81 .	82.08	
=	67.44 .	82.08	
M +	67.44 .	149.52	
MR	149.52 .	149.52	Net total
+ 6	6. .	149.52	Automatic mark-on
%	8.9712	149.52	Sales tax
=	158.4912 .	149.52	Gross total

Consumer Warranty

Rockwell International Corporation Electronic Calculator

This electronic calculator from ROCKWELL is warranted to be free from defects in materials and workmanship under normal use and service for one year from the date of retail purchase. ROCKWELL will, free of charge, repair or replace (at its option) any part(s) which are found to have become defective through normal use, provided that the calculator is returned prepaid within one year to one of the ROCKWELL Customer Service Centers. (The original packaging may be used for this purpose.) If a ROCKWELL battery charger is used with your calculator, return it with your calculator.

To assure proper handling and servicing of your calculator under the one-year warranty, you must send with your calculator a copy of the sales receipt (or other proof of purchase date). Calculators returned without proof of purchase date will be serviced out-of-warranty at our prevailing service rates.

This Warranty does not extend to any article which has been subject to misuse, neglect or accident, or if the Serial Number has been altered or defaced, or if the calculator has been serviced by anyone other than a ROCKWELL Customer Service Center. Batteries are excluded from this Warranty.

This Warranty contains the entire obligation of ROCKWELL and no other warranties express or implied or statutory are given. In no event shall ROCKWELL be liable for consequential damages.

For service under this Warranty, send your ROCKWELL electronic calculator prepaid, with copy of sales receipt or other proof of purchase date, to your nearest ROCKWELL Customer Service Center.

Out-of-Warranty Service

If the calculator fails to operate satisfactorily beyond the one-year warranty period, ROCKWELL Customer Service Centers will repair and return the calculator to you at our prevailing service rates.

WARRANTY NOT VALID
OUTSIDE U.S.A. AND CANADA

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AC adapter

Owner's Manual for Memory & Percent Calculator

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